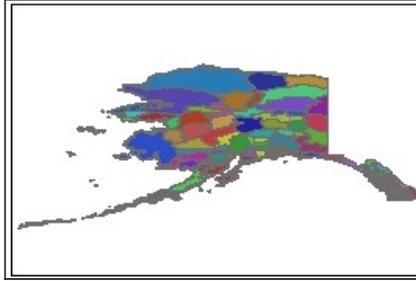


ADF&G Game Management Units

File Geodatabase Feature Class



Tags

Subunit 22B, Wildlife Conservation, Unit 2, Unit 12, GMU, Game Management Subunits, Unit 15, RegV, Subunit 24D, UCU, RegIII, Subunit 7Z, Unit 26, Subunit 10Z, Subunit 9D, Subunit 1D, Subunit 15Z, Unit 23, Subunit 22E, Subunit 18Z, RegI, Unit 10, Unit 1, Subunit 25A, Subunit 15A, Game Management Units, Subunit 23Z, Subunit 13Z, Subunit 13A, Unit 24, Subunit 25C, Subunit 21A, Subunit 9B, Subunit 6B, Game Management Subunits, Subunit 21E, Subunit 5A, Subunit 9A, RegII, Subunit 26C, Subunit 14C, Subunit 25Z, Subunit 24C, Subunit 21B, Subunit 1C, Subunit 14B, Subunit 26Z, Unit 6, Unit 19, Subunit 25B, Subunit 15B, Unit 17, Subunit 19A, Subunit 24Z, Subunit 17A, Subunit 9E, Subunit 20B, Subunit 22Z, Subunit 12Z, Subunit 14Z, Unit 11, Unit 14, Unit 25, Subunit 21D, Subunit 11Z, Subunit 24A, Subunit 17B, Subunit 21C, Subunit 20F, Subunit 22C, Alaska, Subunit 24B, Subunit 19D, Unit 16, Subunit 1A, Subunit 25D, Subunit 17C, Uniform Coding Units, Subunit 9C, Subunit 19C, Unit 4, Unit 20, Subunit 20Z, Subunit 4Z, Subunit 8Z, Subunit 2Z, Subunit 3Z, Subunit 1Z, Subunit 15C, Unit 5, Subunit 13C, Subunit 20C, Subunit 27Z, Unit 7, Subunit 26B, Subunit 6D, Unit 9, Subunit 22A, Subunit 21Z, Subunits, Subunit 20E, Subunit 16Z, Subunit 20A, Subunit 5B, Subunit 1B, Subunit 5Z, Subunit 16B, Subunit 13D, Subunit 16A, UCU, Subunit 13B, Subunit 6A, Subunit 19Z, Unit 18, Subunit 17Z, Subunit 9Z, Subunit 6Z, Unit 8, Unit 21, GMU, Subunit 26A, Subunit 22D, Subunit 20D, environment, boundaries, Unit 3, RegIV, Subunit 6C, Unit 13, Unit 27, Subunit 14A, GMUS, GMUS, Subunit 19B, Subunit 13E, Unit 22

Summary

The Department of Fish and Game - Division of Wildlife Conservation's game management units and Subunits are the most requested of the Division's GIS data. Hunting and trapping regulations and other wildlife management issues often refer geographically to the effected Game Management Unit (GMU). This shape file gives the user access to the currently available digital representation of the GMUs to the Subunit level. The purpose of the GMU and associated Subunits and Uniform coding units is to give a uniform, geographic based coding system for all State of Alaska wildlife population and habitat management and regulations. This data can be used for mapping or analysis purposes assuming it is used with comparable data.

Description

Prior to 1982, Alaska Department of Fish and Game - Division of Wildlife Conservation (ADFG-DWC) had a variety of coding schemes (18) relating harvest and management information to geographical areas. This made it difficult when comparing statewide wildlife information gathered across the state. In 1982, a new standardized statewide, geographically-based, hierarchy system of coding was created called the Uniform Coding Unit or UCU system. Game management units (GMUs), Subunits, and uniform coding units (UCUs) are the underlying geographic foundation of the wildlife and habitat management and regulations for ADFG-DWC. The GMU/UCU system consists of four Regions (I, II, III, and V) which are divided into twenty-six (26) Game Management Units (GMUs). Many of the GMUs are divided into Subunits (e.g. GMU 15 has three (3) Subunits, 15A, 15B, and 15C). GMUs that are not divided into subunits have a "Z" designation for the subunit. GMUs and Subunits are further divided into Major Drainages, Minor Drainages and Specific Areas. The smallest of these areas (down to

the "specific area") is referred to as a Uniform Coding Unit (UCU) and has a unique 10 character code associated with it. The UCU code is used for geographically classifying harvest and management information. Data that cannot be tied to a specific code can be generalized to the next higher level of the hierarchy. For example, a location description that is within multiple "specific areas" within a "minor drainage" can be coded to the minor code with a "00" for the specific area. Unknown "minor drainages" can be coded to the "major drainage" level, etc. If the subunit is unknown or the area covers multiple subunits within a unit, the subunit can be specified as a "Z" code (e.g. an area within subunits 15A and 15B could be recorded as 15Z). If a geographic location covers multiple units or the unit is unknown, the most general code (statewide code) is recorded as 27Z-Z00. The original hardcopy master maps were drawn to portray the UCUs fairly accurately geographically, but were not necessarily precisely drawn (i.e. left vs. right bank of a river, or exact ridge line). Each UCU was represented by drawing boundaries on USGS 1:250,000 scale quadrangle maps with a thick magic marker. A list (database) of place-names and their corresponding UCU codes was created and is still used today to assign permit, harvest, and sealing information to one of these geographic areas. In 1988, the UCU boundaries were digitized (traced) from the original maps into a computerized Geographic Information System (ArcInfo). Minor changes were made in 1989. Effective July 1, 2006 - GMU 24 is now divided up into four subunit 24A, 24B, 24C, 24D. - GMU 21A and 21B - boundary has been modified. 2006-2008 - initial clean-up of boundaries for GMU 6, 9, 10, 12, 16, 19, 20, 25. These modification have NOT been verified against the UCU master list or by area biologists. -ras Jan 2009 - Priority has shifted to getting the bulk of the updates into the master. Verification and modifications based on the UCU list and the AB corrections will come at a later date. This shift is to attempt to get the master into a permanent SDE GDB, set it up with the GDB topology, make additional clean-up/edits using the GDB tools, set up versioning, make it easier to replicate to area offices, and to take advantage of the tools/features available thru ArcGIS Server with versioned GDBs. June 2009 - initial clean-up of boundaries for Southeast (GMU 1-5), GMU 17, and GMU 18. These have NOT been verified against the UCU master list or by area biologists. -ras July 1 2009 - initial clean-up of boundaries for GMU 7 and 8. Also some adjustments for 25D based on the NHD 2008 version and ArcHydro Tools "raindrop" feature. These have NOT been verified against the UCU master list or by area biologists. -ras Sept 17, 2009 - initial clean-up of boundaries for GMU 13. These modification have NOT been verified against the UCU master list or by area biologists. -ras Oct 21, 2009 - initial clean-up of boundaries for GMU 14 These modification have NOT been verified against the UCU master list or by area biologists. -ras Nov 19, 2009 - initial clean-up of boundaries for GMU 15. These modification have NOT been verified against the UCU master list or by area biologists. -ras Dec 7, 2009 - initial clean-up of boundaries for GMU 22. These modification have NOT been verified against the UCU master list or by area biologists. -ras March 3, 2010 - initial clean-up of boundaries for GMU 23. These modification have NOT been verified against the UCU master list or by area biologists. -ras April 10, 2010 - initial clean-up of boundaries for GMU 26. These modification have NOT been verified against the UCU master list or by area biologists. -ras May 2010 - This completes Phase I of refining the UCUs - bulk heads-up redigitizing of all arcs. Phase II - Converting and establishing procedures for maintaining the master in an Enterprise GDB is underway. Effective July 1, 2010, Region II will be split into Region 2 (GMU's 6, 7, 8, 14C, 15) and Region 4 (GMU's 9, 10, 11, 13, 14AB, 16, 17). At that time, this version will be archived as GMUMaster_063010 and the current version will be modified to reflect the new region. -ras July 1, 2010 - Region II was split into two regions. Region II now includes GMUs 6, 7, 8, 14C and 15 with the regional office still located in Anchorage. Region IV consists of GMUs 9, 10, 11, 13, 14AB, 16, and 17 with regional office located in Palmer. Updates to the GIS included updating the Region field for all GMU and derived layers. -ras

Credits

There are no credits for this item.

Use limitations

Any hardcopy or electronic products utilizing this data shall clearly indicate their source. If the

user has modified the data in any way, they are obligated to describe the types of modifications they have performed. User specifically agrees not to misrepresent this data, nor to imply that the Alaska Department of Fish and Game approved the changes they made. All Game Management Unit files and digital data can be used for display and mapping purposes to 1:250,000 with limitations (see supplemental information). Not to be used with GPS to determine physical boundaries No warranty expressed or implied is made regarding the accuracy or utility of the data on any other system or for general or scientific purposes, nor shall the act of distribution constitute any such warranty. This disclaimer applies both to individual use of the data and aggregate use with other data. It is strongly recommended that these data are directly acquired from a ADF&G-DWC sanctioned server, and not indirectly through other sources which may have changed the data in some way. It is also strongly recommended that careful attention be paid to the contents of the metadata file associated with these data. The State of Alaska, Department of Fish and Game, Division of Wildlife Conservation shall not be held liable for improper or incorrect use of the data described and/or contained herein.

Extent

West -180.000000 **East** 180.000000
North 71.455256 **South** 49.057393

Scale Range

Maximum (zoomed in) 1:5,000
Minimum (zoomed out) 1:150,000,000

ArcGIS Metadata ►

Topics and Keywords ►

THEMES OR CATEGORIES OF THE RESOURCE environment, boundaries

PLACE KEYWORDS Subunit 22B, Unit 2, Unit 12, GMU, Game Management Subunits, Unit 15, Subunit 24D, UCU, Subunit 7Z, Unit 26, Subunit 10Z, Subunit 9D, Subunit 1D, Subunit 15Z, Unit 23, Subunit 22E, Subunit 18Z, Unit 10, Unit 1, Subunit 25A, Subunit 15A, Subunit 23Z, Subunit 13Z, Subunit 13A, Unit 24, Subunit 25C, Subunit 21A, Subunit 9B, Subunit 6B, Subunit 21E, Subunit 5A, Subunit 9A, Subunit 26C, Subunit 14C, Subunit 25Z, Subunit 24C, Subunit 21B, Subunit 1C, Subunit 14B, Subunit 26Z, Unit 6, Unit 19, Subunit 25B, Subunit 15B, Unit 17, Subunit 19A, Subunit 24Z, Subunit 17A, Subunit 9E, Subunit 20B, Subunit 22Z, Subunit 12Z, Subunit 14Z, Unit 11, Unit 14, Unit 25, Subunit 21D, Subunit 11Z, Subunit 24A, Subunit 17B, Subunit 21C, Subunit 20F, Subunit 22C, Alaska, Subunit 24B, Subunit 19D, Unit 16, Subunit 1A, Subunit 25D, Subunit 17C, Subunit 9C, Subunit 19C, Unit 4, Unit 20, Subunit 20Z, Subunit 4Z, Subunit 8Z, Subunit 2Z, Subunit 3Z, Subunit 1Z, Subunit 15C, Unit 5, Subunit 13C, Subunit 20C, Subunit 27Z, Unit 7, Subunit 26B, Subunit 6D, Unit 9, Subunit 22A, Subunit 21Z, Subunit 20E, Subunit 16Z, Subunit 20A, Subunit 5B, Subunit 1B, Subunit 5Z, Subunit 16B, Subunit 13D, Subunit 16A, Subunit 13B, Subunit 6A, Subunit 19Z, Unit 18, Subunit 17Z, Subunit 9Z, Subunit 6Z, Unit 8, Unit 21, Subunit 26A, Subunit 22D, Subunit 20D, Unit 3, Subunit 6C, Unit 13, Unit 27, Subunit 14A, GMUS, Subunit 19B, Subunit 13E, Unit 22

THESAURUS ►

TITLE Game Management Units

Hide Thesaurus ▲

THEME KEYWORDS Wildlife Conservation, RegV, RegIII, RegI, Game Management Units, Game

Management Subunits, RegII, Uniform Coding Units, Subunits, UCU, GMU, RegIV, GMUS

THESAURUS ▶

TITLE Game Management Units

[Hide Thesaurus ▲](#)

THEME KEYWORDS environment, boundaries

THESAURUS ▶

TITLE ISO 19115 Topic Category

[Hide Thesaurus ▲](#)

[Hide Topics and Keywords ▲](#)

Citation ▶

TITLE ADF&G Game Management Units

PUBLICATION DATE 2012-04-26

PRESENTATION FORMATS digital map

FGDC GEOSPATIAL PRESENTATION FORMAT vector digital data

SERIES

NAME ADF&G Wildlife Management Areas

ISSUE Game Management Unit/Subunit Boundaries

[Hide Citation ▲](#)

Citation Contacts ▶

RESPONSIBLE PARTY

ORGANIZATION'S NAME Alaska Department of Fish and Game, Division of Wildlife Conservation

CONTACT'S ROLE publisher

CONTACT INFORMATION ▶

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DELIVERY POINT Anchorage

[Hide Contact information ▲](#)

RESPONSIBLE PARTY

ORGANIZATION'S NAME Alaska Department of Fish and Game, Division of Wildlife Conservation

CONTACT'S ROLE originator

[Hide Citation Contacts ▲](#)

Resource Details ▶

DATASET LANGUAGES English (UNITED STATES)

STATUS under development

SPATIAL REPRESENTATION TYPE vector

SUPPLEMENTAL INFORMATION

The older versions of the Game Management Units, Subunits, Uniform Coding Units and any variations derived from these files can be used for display or mapping and but only to 1:250,000 or smaller scale. Since the data was digitized from the original mylar 1:250,000 quadrangle maps with lines up to 1/8 in wide, the boundaries as contained in these files should be considered "fuzzy". Boundaries are not to legal descriptions. July 2006 - GMU and subunit boundaries have been redigitized (heads-up) at 1:63,360 following the codified descriptions as best as possible. These new boundaries are still under review and may be modified. See Abstract for additional information on current update status.

PROCESSING ENVIRONMENT Microsoft Windows 7 Version 6.1 (Build 7601) Service Pack 1; Esri ArcGIS 10.2.2.3552

[Hide Resource Details ▲](#)

Extents ►

EXTENT

DESCRIPTION

publication date

TEMPORAL EXTENT

DATE AND TIME 2006-07-01

TEMPORAL EXTENT

DATE AND TIME 2012-04-26

TEMPORAL EXTENT

DATE AND TIME 2010-12-06

TEMPORAL EXTENT

DATE AND TIME 2010-06-30

TEMPORAL EXTENT

DATE AND TIME 1998-03-24

EXTENT

GEOGRAPHIC EXTENT

BOUNDING RECTANGLE

WEST LONGITUDE -187.648987813956

EAST LONGITUDE -129.973793869012

SOUTH LATITUDE 51.1598190754028

NORTH LATITUDE 71.4398880521955

EXTENT

GEOGRAPHIC EXTENT

BOUNDING RECTANGLE

EXTENT TYPE Extent used for searching

WEST LONGITUDE -180.000000

EAST LONGITUDE 180.000000

NORTH LATITUDE 71.455256

SOUTH LATITUDE 49.057393

EXTENT CONTAINS THE RESOURCE Yes

[Hide Extents ▲](#)

Resource Points of Contact ►

POINT OF CONTACT

INDIVIDUAL'S NAME Rebecca Strauch
 ORGANIZATION'S NAME Alaska Department of Fish and Game
 CONTACT'S POSITION Analyst/Programmer - GIS
 CONTACT'S ROLE point of contact

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[Hide Resource Points of Contact ▲](#)

Resource Maintenance ►

RESOURCE MAINTENANCE

UPDATE FREQUENCY irregular

[Hide Resource Maintenance ▲](#)

Resource Constraints ►

LEGAL CONSTRAINTS

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OTHER CONSTRAINTS

Users must assume responsibility to determine the usability of this data for their purposes. These data to the GMU/Subunit level are public information and are provided to aid users in generating various natural resource analyses and products. As such ADF&G-DWC has no access constraints. Data to a finer scale (e.g. UCU level) are for ADF&G and authorized agency use only, and are not publicly available.

CONSTRAINTS**LIMITATIONS OF USE**

Any hardcopy or electronic products utilizing this data shall clearly indicate their source. If the user has modified the data in any way, they are obligated to describe the types of modifications they have performed. User specifically agrees not to misrepresent this data, nor to imply that the Alaska Department of Fish and Game approved the changes they made. All Game Management Unit files and digital data can be used for display and mapping purposes to 1:250,000 with limitations (see supplemental information). Not to be used with GPS to determine physical boundaries No warranty expressed or implied is made regarding the accuracy or utility of the data on any other system or for general or scientific purposes, nor shall the act of distribution constitute any such warranty. This disclaimer applies both to individual use of the data and aggregate use with other data. It is strongly recommended that these data are directly acquired from a ADF&G-DWC sanctioned server, and not indirectly through other sources which may have changed the data in some way. It is also strongly recommended that careful attention be paid to the contents of the metadata file associated with these data. The State of Alaska, Department of Fish and Game, Division of Wildlife Conservation shall not be held liable for improper or incorrect use of the data described and/or contained herein.

[Hide Resource Constraints ▲](#)

Spatial Reference ►**REFERENCE SYSTEM IDENTIFIER**

VALUE 3338
 CODESPACE EPSG
 VERSION 8.2.6

[Hide Spatial Reference ▲](#)

Spatial Data Properties ►**VECTOR ►**

LEVEL OF TOPOLOGY FOR THIS DATASET geometry only

GEOMETRIC OBJECTS

OBJECT TYPE composite
 OBJECT COUNT 155

[Hide Vector ▲](#)

[Hide Spatial Data Properties ▲](#)

Data Quality ►**SCOPE OF QUALITY INFORMATION ►**

RESOURCE LEVEL dataset

[Hide Scope of quality information ▲](#)

DATA QUALITY REPORT - TOPOLOGICAL CONSISTENCY ►**EVALUATION METHOD**

The original Uniform Coding Unit (UCU) geographic documents consist of 1:250,000 USGS quadrangle mylar maps with the boundaries drawn with color-coded "magic-marker"

pens. In 1988 these areas were digitized from the originals documents into ArcInfo to be used internally for displaying generalized harvest data. Editing was limited to making sure areas matched the original 1:250,000 documents, that the polygons topologically closed, sliver polygons were eliminated, and the proper UCU code was assigned to each polygon. They were not checked to see if they match legal descriptions. Many of the UCUs involving offshore islands where included in a single polygon for each UCU code. Later revisions included reducing the ocean side water included in the UCUs but intersecting the 1989 standard 1:250,000 Alaska Coastline available from the Department of Natural Resources. Additional revisions to UCU boundaries we made upon request and approval by the Division of Wildlife Conservation staff. A project is underway to update the UCUs and GMUs to bring the GMU/Subunit boundaries to legal description quality (where available) on a 1:63,360 USGS quad map level. A total reconstruction of the Game Management Unit digital files will take place without changing any of the actual content. This will be done to 1) take advantage of a more detailed coastline (ADNR's 1:63,360 coastline; circa 1998), 2) take advantage of the 3-mile limit (ADF&G-DCF "Alaska 3 Nautical Mile Boundary"; circa 1999) , 3) update Subunit boundaries to their legal descriptions where possible (heads-up digitizing using the available 1:63,360 USGS DRGs), 4) improve the accessibility of the data layers. Known variations from 1:63,360 coast when the updates begin: D/RG331-SewD8/KenD1-coast digitized to match ITM quad

[Hide Data quality report - Topological consistency ▲](#)

DATA QUALITY REPORT - CONCEPTUAL CONSISTENCY ►

MEASURE DESCRIPTION

The original Uniform Coding Unit (UCU) geographic documents consist of 1:250,000 USGS quadrangle mylar maps with the boundaries drawn with color-coded "magic-marker" pens. In 1988 these areas were digitized from the originals documents into ArcInfo to be used internally for displaying generalized harvest data. Editing was limited to making sure areas matched the original 1:250,000 documents, that the polygons topologically closed, sliver polygons were eliminated, and the proper UCU code was assigned to each polygon. They were not checked to see if they match legal descriptions. Many of the UCUs involving offshore islands where included in a single polygon for each UCU code. Later revisions included reducing the ocean side water included in the UCUs but intersecting the 1989 standard 1:250,000 Alaska Coastline available from the Department of Natural Resources. Additional revisions to UCU boundaries we made upon request and approval by the Division of Wildlife Conservation staff. A project is underway to update the UCUs and GMUs to bring the GMU/Subunit boundaries to legal description quality (where available) on a 1:63,360 USGS quad map level. A total reconstruction of the Game Management Unit digital files will take place without changing any of the actual content. This will be done to 1) take advantage of a more detailed coastline (ADNR's 1:63,360 coastline; circa 1998), 2) take advantage of the 3-mile limit (ADF&G-DCF "Alaska 3 Nautical Mile Boundary"; circa 1999) , 3) update Subunit boundaries to their legal descriptions where possible (heads-up digitizing using the available 1:63,360 USGS DRGs), 4) improve the accessibility of the data layers. Known variations from 1:63,360 coast when the updates begin: D/RG331-SewD8/KenD1-coast digitized to match ITM quad

[Hide Data quality report - Conceptual consistency ▲](#)

DATA QUALITY REPORT - COMPLETENESS OMISSION ►

MEASURE DESCRIPTION

Revisions in progress. Changes for GMU 21 and 21, effective July 1, 2006, have been completed. May 2010 - Phase one of revisions have been completed. This includes heads-

up digitizing from 1:63,360 DRGs and the National Geogrphic TOPO! map series. NEDs and a "raindrop" tool was used to help delineate ridgelines and watersheds. Next Phase is conversion from coverages to ArcGIS 10 enterprise GDB, and the updates required for Region 2 two be split into Region 2 and Region 4.

[Hide Data quality report - Completeness omission ▲](#)

DATA QUALITY REPORT - QUANTITATIVE ATTRIBUTE ACCURACY ►

MEASURE DESCRIPTION

Based on Alaska Department of Fish and Game - Division of Wildlife Conservation's Uniform coding system. Attribute accuracy was tested by visually comparing test plots with the original mylar maps, and visually checking the logic of the hierarchy system. Discrepancies were compared to the place-name/UCU database and discussed with area biologists as needed.

[Hide Data quality report - Quantitative attribute accuracy ▲](#)

DATA QUALITY REPORT - ABSOLUTE EXTERNAL POSITIONAL ACCURACY ►

DIMENSION horizontal

MEASURE DESCRIPTION

Based on Alaska Department of Fish and Game - Division of Wildlife Conservation's Uniform coding system. Arc data was digitized from mylar 1:250,000 USGS base maps with the area delineated using (1/8") magic marker pens. Verification of the data consisted of paper plots checked against the original mylar maps, and visually checking the logic of the hierarchy system. Problems with line and polygon topology were resolved by comparing digital data to the place-name/UCU database and discussing solutions with area biologists as needed. Coastline derived primarily from ADNR's 1:250,000 coastline (1989) with modifications to UCU boundaries as needed to group islands that were not available in the ADNR digital version. No accuracy assessment has been performed against legal descriptions or real world positions. May 2010 - Phase one complete. Game Managment and Subunit boundaries were heads-up digitized from 1:63,360 digital sources based on the codified description. Uniform Coding Units are confined to a subunit, and boundaries are based on original source mylars and the codig lists.

[Hide Data quality report - Absolute external positional accuracy ▲](#)

[Hide Data Quality ▲](#)

Lineage ►

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 1985-01-01

DESCRIPTION

Uniform Coding Unit (UCU) designed by ADF&G - DWC staff. Boundaries drawn on 1:250,000 USGS quad maps with magic marker. Place name and UCU crossrefence database created.

PROCESS CONTACT

INDIVIDUAL'S NAME Rebecca Strauch
 ORGANIZATION'S NAME Alaska Department of Fish and Game
 CONTACT'S POSITION Analyst/Programmer - GIS
 CONTACT'S ROLE processor

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HOURS OF SERVICE

8:00 a.m. - 4:30 p.m.

Hide Contact information ▲

Hide Process step ▲

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 1989-01-01

DESCRIPTION

Uniform Coding Unit (UCU) maps entered into ArcInfo software through conventional digitizing methods from original "magic marker" maps. A LINEID attribute was added to differentiate between levels of UCU system (GMU/Subunits=1000, Major Drainage=2000, Minor-Specific=3000). Each 1:250,000 quad map (153 quantity) was digitized in digitizer inches and projected to Albers Conical Equal Area with the longitude of the central meridian equal to 153 W (the original AIUG "standard"). Data was appended and merged together. ArcInfo used to edit and adjust lines as needed to produce polygon topology. Uniform Coding Unit "code" added to polygon as attribute. Data projected to Albers Conical Equal Area with central meridian of 154 W (new AIUG "standard") and cleaned as necessary. Check plots were produced at 1:250,000 and were verified by overlaying on top of originals and data files corrected as needed.

PROCESS CONTACT

INDIVIDUAL'S NAME Rebecca Strauch
 ORGANIZATION'S NAME Alaska Department of Fish and Game
 CONTACT'S POSITION Analyst/Programmer - GIS
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[Hide Contact information ▲](#)

[Hide Process step ▲](#)

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 1990-01-01

DESCRIPTION

Uniform Coding Unit coverage and ADNR's "standard" 1:250,000 Alaska Coastline coverage intersected to exclude ocean and eliminated water in UCU and GMU area calculations.

PROCESS CONTACT

INDIVIDUAL'S NAME Rebecca Strauch
 ORGANIZATION'S NAME Alaska Department of Fish and Game
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8:00 a.m. - 4:30 p.m.

[Hide Contact information ▲](#)

[Hide Process step ▲](#)

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 1990-01-01

DESCRIPTION

Statewide UCU coverage divided into Regions (I, II, III, V). Coverages edited as needed to recreate proper topography and verify correct UCU assigned to each polygon. Minor revisions made to UCU boundaries in southeast.

PROCESS CONTACT

INDIVIDUAL'S NAME Rebecca Strauch
ORGANIZATION'S NAME Alaska Department of Fish and Game
CONTACT'S POSITION Analyst/Programmer - GIS
CONTACT'S ROLE processor

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8:00 a.m. - 4:30 p.m.

Hide Contact information ▲

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2005-09-01

DESCRIPTION

Subunits redigitized using "head-up" method over the ITM DRG and NED hillshade. Official codified legal descriptions were interpreted. Boundaries are still in review process (July 2006) and are subject to modification.

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2006-05-01

DESCRIPTION

Uniform coding units for GMU 21 and 24 were redigitized using "heads-up" method. Background data included ITM Digital Raster Graphic, National Geographic TOPO! data, NED hillshade, National Hydro Dataset, and GNIS place names.

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2006-05-25

DESCRIPTION

Coverage converted from North American Datum 1927 to North American Datum 1983

[Hide Process step ▲](#)

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2006-06-01

DESCRIPTION

UCUs in 20D and 20E redigitized. Not yet verified.

[Hide Process step ▲](#)

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2006-09-06

DESCRIPTION

UCUs in 16 redigitized. Not yet verified.

[Hide Process step ▲](#)

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2007-01-04

DESCRIPTION

Unit 16 verified.

[Hide Process step ▲](#)

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2007-08-09

DESCRIPTION

Units 19 redigitized and added to master. Not yet verified.

[Hide Process step ▲](#)

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2007-08-28

DESCRIPTION

Units 20 redigitized and added to master. Not yet verified.

[Hide Process step ▲](#)

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2008-04-07 00:00:00

DESCRIPTION

Units 9, 10, 19 and 20 refined and added to master. Sent to ABs for review

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2008-12-05

DESCRIPTION

Unit 9 and 10 complete (verified by AB). Additional revisions to 20 and 25 - - not yet complete. Initial revised lines added for 5, 6, 11, 12. GMU 12 refined and ready to send to AB. GMU 5, 6, and 11 not cleaned up yet. Unit/sub/region boundary tweaks between 5, 6, 11, 12, 13.

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2009-06-24

DESCRIPTION

June 2009 - initial clean-up of boundaries for Southeast (GMU 1-5), GMU 17, and GMU 18. These have NOT been verified against the UCU master list or by area biologists. -ras

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2009-07-01

DESCRIPTION

July 2009 - initial clean-up of boundaries for GMU 7 and 8. Also some adjustments for 25D based on the NHD 2008 version and ArchHydro Tools "raindrop" feature. These have NOT been verified against the UCU master list or by area biologists.

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2009-09-17

DESCRIPTION

Sept 2009 - initial clean-up of boundaries for GMU 13. These have NOT been verified against the UCU master list or by area biologists. -ras

Hide Process step ▲

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2009-10-21

DESCRIPTION

Oct 2009 - intitial clean-up of boundaries for GMU 14. These have NOT been verified against the UCU master list or by area biologists. -ras

Hide Process step ▲

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2009-11-19

DESCRIPTION

Nov 2009 - intitial clean-up of boundaries for GMU 15. These have NOT been verified against the UCU master list or by area biologists. -ras

Hide Process step ▲

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2009-12-07

DESCRIPTION

Dec 2009 - intitial clean-up of boundaries for GMU 22. These have NOT been verified against the UCU master list or by area biologists. -ras

Hide Process step ▲

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2010-03-03

DESCRIPTION

March 2010 - intitial clean-up of boundaries for GMU 23. These have NOT been verified against the UCU master list or by area biologists. -ras

Hide Process step ▲

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2010-04-27

DESCRIPTION

April 2010 - intitial clean-up of boundaries for GMU 26. These have NOT been verified against the UCU master list or by area biologists. -ras

Hide Process step ▲

PROCESS STEP ►

WHEN THE PROCESS OCCURRED 2010-05-27

DESCRIPTION

May 2010 - Updating metadata after Phase I complete.

[Hide Process step ▲](#)

PROCESS STEP ▶

WHEN THE PROCESS OCCURRED 2014-11-21 00:00:00

DESCRIPTION

FWS WSFR TRACS team received zipped shapefiles from Alaska Dept of Fish and Game and upon unzipping the file, the shapefile was imported into a file geodatabase in order to run topology and generalize the data. Topology was created in ArcCatalog using the rules Must Not Overlap and Must Not Have Gaps. The topology errors were corrected in ArcMap.

The topologically corrected layer was generalized using the Simplify Polygon tool with the bend simplification and resolve topology error options. The generalized layer was exported to GCS WGS 84 and topology was recreated to confirm no additional errors were introduced.

Two double fields were added to the attribute table for the web mapper program: Area_sq_m and Len_m. Two integer fields were added to the attribute table for the web mapper program: IS_ACTIVE and IS_DELETED.

The layer was imported to the SDE Enterprise Oracle database using the SDO_GEOMETRY spatial type.

PROCESS CONTACT

ORGANIZATION'S NAME FWS Wildlife & Sport Fish Restoration (WSFR)

CONTACT'S ROLE user

CONTACT INFORMATION ▶

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FAX 303-275-2345

ADDRESS

TYPE both

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ADMINISTRATIVE AREA CO

POSTAL CODE 80022

COUNTRY US

[Hide Contact information ▲](#)

[Hide Process step ▲](#)

[Hide Lineage ▲](#)

Distribution ▶

DISTRIBUTOR ▶

CONTACT INFORMATION

INDIVIDUAL'S NAME Rebecca Strauch

ORGANIZATION'S NAME Alaska Department of Fish and Game
CONTACT'S POSITION Analyst/Programmer - GIS
CONTACT'S ROLE distributor

CONTACT INFORMATION ▶**PHONE**

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POSTAL CODE 99518-1599
COUNTRY US
E-MAIL ADDRESS rebecca.strauch@alaska.gov

HOURS OF SERVICE

8:00 a.m. - 4:30 p.m.

Hide Contact information ▲

AVAILABLE FORMAT

NAME zipped shape file

ORDERING PROCESS

TERMS AND FEES none

TRANSFER OPTIONS**ONLINE SOURCE**

LOCATION <http://dnr.alaska.gov/SpatialUtility/SUC?cmd=extract&layerid=60>

Hide Distributor ▲

DISTRIBUTION FORMAT

NAME File Geodatabase Feature Class

TRANSFER OPTIONS**ONLINE SOURCE**

LOCATION <http://dnr.alaska.gov/SpatialUtility/SUC?cmd=extract&layerid=60>

Hide Distribution ▲

Fields ▶**DETAILS FOR OBJECT _GMUs_bend_05m** ▶**DEFINITION**

feature class

DEFINITION SOURCE

ESRI

FIELD OBJECTID ▶

FIELD DESCRIPTION

Internal feature number.

DESCRIPTION SOURCE

ESRI

DESCRIPTION OF VALUES

Sequential unique whole numbers that are automatically generated.

Hide Field OBJECTID ▲

FIELD REGION ►

FIELD DESCRIPTION

Region number

DESCRIPTION SOURCE

ADFG

RANGE OF VALUES

MINIMUM VALUE 1

MAXIMUM VALUE 5

Hide Field REGION ▲

FIELD UNITSUB ►

FIELD DESCRIPTION

Game Management Unit and Subunit

DESCRIPTION SOURCE

ADFG

RANGE OF VALUES

MINIMUM VALUE 01A

MAXIMUM VALUE 26C

Hide Field UNITSUB ▲

FIELD SUBLABEL ►

FIELD DESCRIPTION

Unit and subunit label

DESCRIPTION SOURCE

ADFG

RANGE OF VALUES

MINIMUM VALUE 1A

MAXIMUM VALUE 26C

Hide Field SUBLABEL ▲

FIELD SUBLETTER ►

FIELD DESCRIPTION

Game Management Subunit letter

DESCRIPTION SOURCE
ADFG

DESCRIPTION OF VALUES
Text field.

Hide Field SUBLETTER ▲

FIELD **GEOCLASS** ►

FIELD DESCRIPTION
Geographic classification.

DESCRIPTION SOURCE
ADNR

LIST OF VALUES
VALUE land
DESCRIPTION The feature falls on land.
ENUMERATED DOMAIN VALUE DEFINITION SOURCE ADNR

VALUE water
DESCRIPTION The feature falls on water.
ENUMERATED DOMAIN VALUE DEFINITION SOURCE ADNR

Hide Field GEOCLASS ▲

FIELD **GEODETAIL** ►

FIELD DESCRIPTION
Coded geographic classification.

DESCRIPTION SOURCE
ADNR

RANGE OF VALUES
MINIMUM VALUE 1
MAXIMUM VALUE 9

Hide Field GEODETAIL ▲

FIELD **SQMI** ►

FIELD DESCRIPTION
Area of feature in square miles

DESCRIPTION SOURCE
ADNR

RANGE OF VALUES
MINIMUM VALUE .00406214
MAXIMUM VALUE 53212.4803

Hide Field SQMI ▲

FIELD REGIONDESC ►

FIELD DESCRIPTION

Region code description.

DESCRIPTION SOURCE

ADNR

DESCRIPTION OF VALUES

Text field.

Hide Field REGIONDESC ▲

FIELD NTSBDSC ►

FIELD DESCRIPTION

Game Management Unit and Subunit description.

DESCRIPTION SOURCE

ADNR

DESCRIPTION OF VALUES

Text field.

Hide Field NTSBDSC ▲

FIELD SBLBLDSC ►

FIELD DESCRIPTION

Unit and subunit label description.

DESCRIPTION SOURCE

ADNR

DESCRIPTION OF VALUES

Text field.

Hide Field SBLBLDSC ▲

FIELD SBLTRDSC ►

FIELD DESCRIPTION

Game Management Subunit letter description.

DESCRIPTION SOURCE

ADNR

DESCRIPTION OF VALUES

Text field.

Hide Field SBLTRDSC ▲

FIELD GCLSSDSC ►

FIELD DESCRIPTION

Geographic classification description.

DESCRIPTION SOURCE

ADNR

DESCRIPTION OF VALUES

Text field.

Hide Field GCLSSDSC ▲

FIELD SHAPE ►

FIELD DESCRIPTION

Feature geometry.

DESCRIPTION SOURCE

ESRI

DESCRIPTION OF VALUES

Coordinates defining the features.

Hide Field SHAPE ▲

FIELD MaxSimpTol ►

Hide Field MaxSimpTol ▲

FIELD IS_ACTIVE ►

Hide Field IS_ACTIVE ▲

FIELD IS_DELETED ►

Hide Field IS_DELETED ▲

FIELD MinSimpTol ►

Hide Field MinSimpTol ▲

FIELD SE_ANNO_CAD_DATA ►

Hide Field SE_ANNO_CAD_DATA ▲

FIELD SHAPE_Length ►

FIELD DESCRIPTION

Length of feature in internal units.

DESCRIPTION SOURCE

Esri

DESCRIPTION OF VALUES

Positive real numbers that are automatically generated.

Hide Field SHAPE_Length ▲

FIELD SHAPE_Area ►

FIELD DESCRIPTION

Area of feature in internal units squared.

DESCRIPTION SOURCE

Esri

DESCRIPTION OF VALUES

Positive real numbers that are automatically generated.

Hide Field SHAPE_Area ▲

FIELD Area_sq_m ►

Hide Field Area_sq_m ▲

FIELD Len_m ►

Hide Field Len_m ▲

Hide Details for object _GMUs_bend_05m ▲

OVERVIEW DESCRIPTION ►

ENTITY AND ATTRIBUTE OVERVIEW

ADFG-DWC Game Management Unit and Subunit values

ENTITY AND ATTRIBUTE DETAIL CITATION

Alaska Administrative Code 5 AAC 92.450

[http://www.legis.state.ak.us/cgi-](http://www.legis.state.ak.us/cgi-bin/folioisa.dll/aac/query=game+and++management+and+unit+and+13/doc/{@6184}?)

[bin/folioisa.dll/aac/query=game+and++management+and+unit+and+13/doc/{@6184}?](http://www.legis.state.ak.us/cgi-bin/folioisa.dll/aac/query=game+and++management+and+unit+and+13/doc/{@6184}?)

[Hide Overview Description ▲](#)[Hide Fields ▲](#)

Metadata Details ►

METADATA LANGUAGE English (UNITED STATES)
 METADATA CHARACTER SET utf8 - 8 bit UCS Transfer Format

SCOPE OF THE DATA DESCRIBED BY THE METADATA dataset
 SCOPE NAME dataset

LAST UPDATE 2014-11-21

ARCGIS METADATA PROPERTIES
 METADATA FORMAT ArcGIS 1.0
 STANDARD OR PROFILE USED TO EDIT METADATA FGDC

[Hide Metadata Details ▲](#)

Metadata Contacts ►

METADATA CONTACT
 INDIVIDUAL'S NAME Rebecca Strauch
 ORGANIZATION'S NAME Alaska Department of Fish and Game
 CONTACT'S POSITION Analyst/Programmer - GIS
 CONTACT'S ROLE point of contact

CONTACT INFORMATION ►

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HOURS OF SERVICE
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[Hide Contact information ▲](#)[Hide Metadata Contacts ▲](#)

Metadata Maintenance ►

MAINTENANCE
 UPDATE FREQUENCY unknown

OTHER MAINTENANCE REQUIREMENTS

Last metadata review date: 20120125

Hide Metadata Maintenance ▲

Metadata Constraints ►

SECURITY CONSTRAINTS

CLASSIFICATION unclassified

CLASSIFICATION SYSTEM none

ADDITIONAL RESTRICTIONS

none

Hide Metadata Constraints ▲

Thumbnail and Enclosures ►

THUMBNAIL

THUMBNAIL TYPE JPG

Hide Thumbnail and Enclosures ▲

FGDC Metadata (read-only) ▼